



# Advanced Graphics Workshop – 2011

## Detailed Agenda

<b>8.30 AM</b>	<b>[Registration and Introduction, Equipment setup]</b>
	Overview of the Khronos standards around Multimedia and Graphics
	Introduction to the OpenGL Graphics rendering pipeline, and algorithms
	Detailed walkthrough of the OpenGL ES2.0 spec and APIs – Part 1
<b>1.00 PM</b>	<b>[Lunch]</b>
	Detailed walkthrough of the OpenGL ES2.0 spec and APIs – Part 2
	Framework and platform integration - EGL, specifics of Android integration (SurfaceFlinger)
	Tools for performance benchmarking, and Graphics Development
	Q&A – Networking

### Hands-on session

Hands-on session will cover GL initialization, creating platform contexts, interfaces to GPU for transferring vertices, textures and state information, setting up the GL pipeline, rendering on screen, rendering to off-screen surfaces, and performance measurement.

### Requirement for hands-on session

- Laptop (with a recent Graphics card), and with Internet connectivity is required for the hands-on session. A test page will be given before the session to check the suitability of a Graphics card/OS for running the Graphics hands-on session. If unable to run the test content, a local session can be arranged on prior request (needs more setup time).

Please always refer to the webpage for latest data.

<http://ewh.ieee.org/r10/bangalore/ces/gfx2011.html>

For more details, contact [prabindh@gpupowered.org](mailto:prabindh@gpupowered.org)